



Brewer's Guide to Undeath



Why?

Why mess around with the undead? It's not like you can't use Summon Monster, right?

Want to know a secret? Animate Dead is stronger than your highest Summon Monster spell. Don't believe me? Let's crunch some numbers. Let's pretend you're a 9th level Cleric, which means:

- Your highest level Summon Monster is Summon Monster 5; this conjures creatures that are roughly CR=6 (generally, Summon Monster will always summon creatures with a CR between 3-4 less than your level.)
- CR-Appropriate monsters (CR=9) vary in Hit Die from 8 (Night Hag) all the way up to 18 (Tyrannosaurus), but the average is 12 or 14 hit die.
- You can use Animate Dead on targets up to 18 Hit Die

So right off the bat, we're talking about - on average - reanimating targets with 12 to 14 hit dice. Know what the Challenge Rating of skeletons with 12 to 14 hit dice is? CR=6. So you're already looking at something with the same general power as the best Summon Monster spell... except with the pretty sizable difference that Animate Dead has a Permanent duration. And that's still just "Average" creature of 12-14 HD – nothing is stopping you from using that Tyrannosaurus, or one of the CR+1 to CR+3 monsters the GM throws at your party.

Still not sold?

Animate Dead is only a  2nd level spell (you've still got your 5th level slots open). And it only takes a standard action - if you're in a fight with three Dire Tigers, as soon as one of them dies, it's a perfectly good strategy to just reanimate it on your turn and have it start fighting the other two.

Oh, and you can apply the Bloody template to your skeletons, which is strong enough that it increases the CR by one and makes it almost impossible for them to die on you (no sense letting Onyx go to waste.)

Interested now? Time to find out just how this all works.

Broad-View of Undead Minions

The easiest way to understand undeath is by the concept of buckets.

Animation Bucket. This bucket can hold four times your hit die worth of minions and has no time limit. You fill this bucket by casting Animate Dead on an appropriate carcass.

Feat Bucket. This bucket can hold your hit die worth on minions and has no time limit. You fill this bucket by using the Command Undead feat on an already existing undead being.

Spell Bucket. This bucket has no hit die limit, but has a time limit for each minion. You fill this bucket by using the Command Undead spell on an already existing undead being.

Corpse Companion Bucket. You only get this one if you're a cleric of the Undead Lord archetype. This bucket can only have a single minion, and has a limit of your hit die. You fill this bucket by doing an 8-hour ritual on an appropriate carcass.

Now, another thing to understand is the concept of spill-over. The Animation Bucket can spill over into the Feat and Spell buckets; the Feat and Spell buckets can spill over into each other.

Let's say you really want to cast Animate Dead on something... but it'll put you over your 4 HD/Level limit. Not a problem. Just use the Command Undead feat or the Command Undead spell to slip some of your existing undead into a different bucket. Likewise, about-to-be-excess undead in your Feat bucket or about-to-expire undead in your Spell bucket can be moved the same way.

This is a very important concept to understand. You are *not* dependant on running into undead creatures (or using Create Undead) to be able to use of your Command Undead feat and Command Undead spell. You can get use out of them by overflowing your Animation Bucket.

Command Undead: Feat vs Spell

The feat has two main limitations: it allows an initial save keyed off your charisma modifier, and it allows intelligent undead a save each day. Because of this, it's an excellent place to put low HD from your Animation Bucket whenever you're close to an overflow - they won't have very good Will saves, and won't get any save beyond the first.

The spell has two main limitations: it can require charisma checks with intelligent undead, and it doesn't have a permanent duration. However, unintelligent undead get absolutely no save whatsoever, and it has no sort of HD cap. That means it's a great place to stash large-HD skeletons and zombies - as long as you keep track of durations and keep casting the spell on them when needed, you can have a huge HD count of minions.

A Quick Word on Animate Dead versus Create Dead

Don't use Create Dead. That produces intelligent undead, and there's simply no *sure* way of keeping them under your thumb. If you use the Command Undead feat, they're going to get a saving throw each day - they *are* going to break free, it's just a question of when... and if your GM is evil, they'll have those monsters rolling their saves in the middle of the night. And if you use the Command Undead spell? Be prepared to roll Charisma check after Charisma check to try to get them to do anything.

Intuitively, it might seem like Animate Dead wouldn't scale well up into the higher levels. But it actually works out pretty well. The largest skeleton you can make has a CR=9 (after applying the Bloody Template) to it. Which might sound pretty weak, but that's actually about what you're looking at CR-wise with Summon Monster 7. It isn't until the 15th level and the 8th level spell slots where Summon Monster starts finally putting out summons with a higher CR rating than you can create in skeleton/zombie format.

Nitty Gritty: Animate Dead

What exactly does Animate Dead do?



First you have to decide what exactly you're going to turn the corpse into (Skeleton or Zombie) and whether you're going to apply a special template to it (like "Plague" to Zombie.) Fortunately, there are only three cases that are worth remembering:

Whenever possible: Bloody Skeletons. Skeletons have are better per hit die than Zombies, especially if they're templated (a Bloody Skeleton of a 10 HD creature has a CR=6; any sort of zombie has a CR=4.) Bloody Zombies are perfect for keeping your onyx investment safe: the only way that you'll actually lose them is if you run up against a holy enemy - they can only be permanently killed by positive energy, dying in a Hallowed/Blessed area, or sprinkled with holy water. Another thing that's easy to miss is that this actually gives +2 hit points per hit die. Skeletons get bonus hit points based on their Charisma, and the bloody template gives a +4 bonus to Charisma.

You can use this without hassle on any carcasses with Hit Die not exceeding yours (or not exceeding yours by 4 if you have the Undead Master feat.) But you should always have the ingredients for a Desecrate spell handy, because for an extra 50 gp, you can basically get even the strongest skeletons you'll encounter to have the Bloody template. If you're going to be spending 300+ gp on animating them, it doesn't make much sense to skimp out on an extra 50 gp to make it a truly powerful minion. The main limitation is that you can never turn anything with over 20 Hit Die into a skeleton at all.

Against Big-HD targets (and you don't have Desecrate available): Regular Skeletons. Shame on you for not having desecrate available. Oh well, you'll have to make do with a regular skeleton. Once again, you can't do this if the original creature had more than 20 Hit Die.

Against creatures between 21+ HD, Flying Creatures: Fast Zombie. There's no HD Limit (besides the usual level limits) to what you can zombify (the limit for skeletons is 20 Hit Die.) Getting "Fast" zombies doesn't have any penalty (unlike "Bloody" for Skeletons) so the Hit Dice becomes a lot less important.

Fast Zombies are what you want: you lose a worthless DR – if you're reanimating something with more than 20 hit die, that DR 5 is pretty irrelevant. Ditching the Staggered condition, getting a move speed increase, and an extra attack is easily worth it. Also, keep in mind, you can zombify any large fliers if you want a mount.

After you've decided, the same thing generally happens for all three options: it basically erases almost all of the special abilities of the creature and turns it into a vanilla monster. The end result is almost entirely based on the following:

- Its Hit Die (excluding class levels.)
- How big it is
- How Strong and Dextrous it is
- What natural/manufactured weapons it could use

Almost everything else gets wiped out. No special abilities, magical perks, feats, skills, mental stats, etc - it all gets overwritten by the Skeleton/Zombie template.

So for example, let's turn a dead Dire Lion into a Bloody Skeleton. It has 8 hit die, is large, has a strength of 25 and a Dexterity of 15, and had the following attacks: a bite for 1d8 and two claws for 1d6.

Its Hit Dice are turned into d8's and its BAB is set at 3/4 of that for +6 (okay, these happen to be what it had to begin with.) It's still large, it still has a Strength of 25, and it still has a dexterity of 15... or at least it would have, if Skeletons didn't give a nice +2 bonus to it (so the dexterity is 17.)

Those natural attacks are pretty easy to calculate now. The bite attack is +12 (1d8+7) - the attack is BAB (6) + Strength (7) + Size (-1) and the damage is 1d8 + Strength (7). The claw attacks are +12 (1d6+7) for the same reason - not +13 like the original, because it lost Weapon Focus (Claw).

Its AC calculations are quite a bit different. Dire Lions ordinarily have +4 Natural Armor... but skeletons lose that and gain Natural Armor based on size. For large skeletons, this bonus is +2. Its Dex bonus is no longer +2, but +3 thanks to Skeletons getting +2 to their Dexterity. And its size is still large. So the regular AC is 14, the touch AC is 12, and the Flat-Footed is 11.

Undead Lord Archetype

I would advise against this archetype. The basic tradeoff is this: In exchange for your domains (you only get one, and the one you get isn't very good) you get the Corpse Companion bucket for undead minions and gain Command Undead as a bonus feat.

This isn't worth it for a few reasons.

First, the Corpse Companion bucket isn't really all that good. It doesn't cost any components, but it takes 8 hours - and even more importantly, it's a very small bucket that can't overflow. Remember our 9th level cleric? How most of the CR appropriate monsters were at 12-14 Hit Dice? We can't use them as Companions at all. And if we do find something weenie enough to turn into a Corpse Companion, it'll still be too big to turn into a Bloody Skeleton. As a general rule of thumb, a plain skeleton has a CR value equal to half its hit die... which means the best you'll ever be able to do with this ability is pack something with a CR half your current level (which quickly gets irrelevant.)

And second, domains are really useful. Losing them is a pretty big blow - certainly more valuable than a feat. Heck, if that's what you're after, just take a domain that *gives* you a feat. Even if you're in love with the Death Domain's 8th level ability, just remember this: you can still take that domain without this archetype, and get another domain (with good spells!) to go along with it.

Short story? Avoid the archetype.

Feats

For better or worse, there really aren't a lot of feats you can take to improve the undead you animate. On one hand, this means you're not feat starved and can spend some effort on improving other aspects of your character. On the other hand, this means you're not going to get much better than the baseline Animate Dead.

Aside from the Command Undead feat, the only ones worth mentioning are:

Undead Master. Stay away from this feat - it's a trap. It doesn't increase your bucket sizes for Animated or Controlled dead. It takes a careful read, but when it comes to Animating the dead, while it will raise your effective level when it comes to what you can successfully bind in a casting of Animate Dead or use of the Command Undead feat... it doesn't actually improve the *max total* you can control at any time. So you're basically just finding a way to avoid casting Desecrate for some of your reanimations. You're already spending 300+ gp for a reanimation, and you're going to take a feat just to avoid an extra 50?

As for doubling the length of the Command Undead spell? That's nice, but this should not be a game-changer for you. By the time you're realistically casting this, it lasts at least 5 days anyway. How many undead are you going to be juggling in that bucket that this becomes a factor?

In the end, this feat basically buys you a very small amount of money: some number of 50 gp castings of Desecrate and *possibly* a 2nd level Pearl of Power. So, what, 5,000 gold max? If you're looking to trade a feat for gold, just take Craft Wondrous Item and call it a day.

Channeling Feats. I'm not a fan of taking feats that improve on a Cleric's channeling; generally, Clerics have much better ways of improving themselves than a facet of themselves that's a bit underpowered. But that changes quite a bit with how you're using Channel. You're channeling negative, which means:

Selective Channel becomes much better. Before, you were wasting a feat to make sure some mook didn't get a 4d6 heal during a battle; now you're doing it so you can protect your party-mates against your offensive use of the spell.

Improved Channel makes it more likely that you can use Channel offensively. While spending a standard action to heal your party 5d6 as a 10th level character is a waste of a turn, that same character spending the action to heal his minions 5d6 *and* hurt all the enemies for 5d6 is actually making a difference.

Quick Channel becomes a lot handier. Healing during battle is usually suboptimal, so spending a feat to do it better isn't exactly the best thing in the world. Now, though, it gives you more offensive (and healing) punch.

Versatile Channel is an option to consider. Now you can also heal your party after battle if it comes to it.



Skills

Diplomacy is suddenly at the top of your priorities. Why? Because any good-aligned person is going to need some swaying to have anything to do with someone toting around skeletons and zombies.

Items

Staff of Command Undead. 6,400 gold, or 3,200 for a double-charge version. This is a necessity for any cleric necromancer. Technically, the Command Undead spell is a Sorcerer/Wizard only spell, and the only domain/subdomain that gives it to you is Inevitable (really? Not Death or Undead? But a subdomain of Law does?) But getting this spell on a staff isn't terribly expensive. If you're willing to only cast the spell every other day, it'll only cost a little over 3k (but you should really get the full version to save on your 2nd level spell slots.)

Also, expect to have a bit less gold to work with, especially in the lower-mid levels. A decent chunk of your expenses will be going towards Onyx. While the Bloody template on the skeletons helps make sure that onyx isn't wasted, it's still not some trivial investment.

Combat Role

Your combat role is quite different than most clerics. You don't need to use that much battlefield control - your minions *are* battlefield control, blocking and obstructing the enemy. You don't need to do much damage, because your minions are capable of that. In fact, when it comes down to it, you've really only got one main combat goal: buffs. Clerics are a lot better at buffing than debuffing, and with several minions at your side, buffing becomes twice as good. Bless and Prayer, in particular, become great spells. Any "Global Improvement" spell is worth looking at when playing this style of character.

Something else to notice: a caster whose main task is buffing does not require a high spellcasting stat. In fact, most of your required stats - at least for reanimation stuff - are all pretty low. Which means you can pretty easily combine this with a lot of other cleric archetypes: all you need is a Charisma at 12 or 14.

Be Nice to the GM

You having an undead horde is a nightmare for a GM. You're already posing an additional obstacle to their campaign: they now need to track what sort of creatures they throw at you that you can reanimate. If their campaign starts out with a series of encounters with Dire Bears, suddenly you just blew the CR of the rest of the adventure.

If you add to that a huge amount of bookkeeping and time-wasting to deal with a horde of combat irrelevant minions? That's a good way to annoy a GM (hint: this isn't a good idea.)



An Example of Char Design and Bookkeeping

Kael is a budding human necromancer. He's currently a 7th level Cleric with the Travel and Inevitable domains (he wanted to be able to cast the Command Undead spell without having to worry about a staff.) His Wisdom and Charisma are both at 14, with his other good stats working towards making him a competent archer. His feats are currently: Command Undead, Selective Channel, Precise Shot, Deadly Aim, and Point Blank Shot. He carries around five Onyxs, worth 600 gp, 500 gp, 400 gp, 300 gp, and 200 gp – as well as the ingredients for 3 desecrates.

His buckets currently stand as follows:

Animation Bucket (28 HD Max): Bloody Skeletal Babau (7 HD), two Bloody Skeletal Dire Wolverines (5 HD each), a Fast Zombie Owlbear (5 HD)

Feat Bucket: Currently, none

Spell Bucket: An Ettin that has is getting re-bound every 7 days.

At the end of the quest, the party goes up against a Nabasu demon and his Large Fire Elemental servant – a hefty CR=9 battle. After triumphing, Kael wants to add that Nabasu to his collection. With animate dead, Kael could reanimate a Skeleton version of the Navasu (it's 9 HD isn't more than twice his level) which would take an Onyx at least $25 \times 9 = 225$ gp.

However, there's no reason not to turn this into a Bloody Skeleton – that way, it'll be almost impossible for the new creation to perish. Doing this means the Nabasu counts as twice its HD – basically, it's an 18 Hit Dice target. That means Animate Dead alone won't be enough; Kael will have to use one of his Desecrates (which will let him animate up to 4×7 HD in a single casting.) Then, instead of requiring a 225 gp gem, it'll take an onyx worth at least $25 \times 18 = 450$ gp.

Not a problem. Kael plucks his 500 gp Onyx and the components for Desecrate and begins to go to work.

When the Bloody Skeletal Nabasu is added to the Animation Bucket, it overflows – it has 31 hit die worth of undead in it, but it can only hold 28. Kael decides to lose control of the Owlbear and then faces a choice: does he want to try to use the Command Undead feat on it and slip it into his empty Feat Bucket, or cast the Command Undead spell on it and put it into the Spell Bucket. The first option depends on him besting the Owlbear's Will save; the second will tie up a 2nd level spell every 7 days.

In the end, he tries to use the feat, knowing if that fails, he can use the spell before the Owlbear can really do too much damage (after all, Kael is surrounded by regenerating skeletons.) It doesn't matter anyway – the Owlbear fails its save and gets put into the Feat Bucket.

Kael's Expenses. Before the battle, his current minions took up at least 1,475 gp worth on Onyx, plus at least 100 gp worth of Desecrate components. Along with the inevitable minions that fell along the way, Kael's probably spent between 2,000 and 3,000 gold on his minions. And after today, that number will be 550 gp higher.

Which isn't too bad, considering by WBL a 7th level character will have 23k worth of wealth. Especially considering that the payout is having minions that – by themselves – are equal to a 9th level encounter. Think about that for a minute: Kael, a 7th level character, has *minions* that view a CR+2 encounter as being level-appropriate.

Necromancer's Cheat Sheet

Looking to reanimate? Here's a handy table of the Bestiary 1, including the base Hit Die (so you know how it will apply to your Control Limits and how Lg. of an Onyx you need to use) as well as the base Size, Strength, and Dexterity.

Ad. Black Dragon - 14 HD (Lg. Str 25 Dex 12)	Dire Boar - 5 HD (Lg. Str 23 Dex 10)	Minotaur - 6 HD (Lg. Str 19 Dex 10)
Ad. Blue Dragon - 16 HD (Huge Str 27 Dex 10)	Dire Crocodile - 12 HD (Garg. Str 37 Dex 10)	Monitor Lizard - 3 HD (Med. Str 17 Dex 15)
Ad. Brass Dragon - 14 HD (Lg. Str 25 Dex 12)	Dire Hyena - 4 HD (Lg. Str 18 Dex 15)	Morlock - 3 HD (Med. Str 14 Dex 19)
Ad. Bronze Dragon - 16 HD (Huge Str 27 Dex 10)	Dire Lion - 8 HD (Lg. Str 25 Dex 15)	Nabasu Demon - 9 HD (Med. Str 22 Dex 17)
Ad. Copper Dragon - 15 HD (Lg. Str 25 Dex 12)	Dire Tiger - 14 HD (Lg. Str 27 Dex 15)	Nalfeshnee Demon - 14 HD (Huge Str 32 Dex 13)
Ad. Gold Dragon - 18 HD (Huge Str 31 Dex 10)	Dire Wolf - 5 HD (Lg. Str 19 Dex 15)	Nessian Hell Hound - 12 HD (Lg. Str 27 Dex 15)
Ad. Green Dragon - 15 HD (Huge Str 27 Dex 10)	Dire Wolverine - 5 HD (Lg. Str 19 Dex 17)	Night Hag - 8 HD (Med. Str 21 Dex 19)
Ad. Red Dragon - 17 HD (Huge Str 31 Dex 10)	Djinni - 7 HD (Lg. Str 18 Dex 19)	Nightmare - 6 HD (Lg. Str 18 Dex 15)
Ad. Silver Dragon - 17 HD (Huge Str 27 Dex 10)	Doppelganger - 4 HD (Med. Str 18 Dex 13)	Nymph - 8 HD (Med. Str 10 Dex 21)
Ad. White Dragon - 13 HD (Lg. Str 25 Dex 12)	Dragon Turtle - 12 HD (Huge Str 27 Dex 10)	Ogre - 4 HD (Lg. Str 21 Dex 8)
Anc. Black Dragon - 22 HD (Huge Str 33 Dex 10)	Dryad - 6 HD (Med. Str 10 Dex 19)	Ogre Mage Oni - 8 HD (Lg. Str 24 Dex 17)
Anc. Blue Dragon - 24 HD (Garg. Str 35 Dex 8)	Efreeti - 10 HD (Lg. Str 23 Dex 17)	Owlbear - 5 HD (Lg. Str 19 Dex 12)
Anc. Brass Dragon - 22 HD (Huge Str 33 Dex 10)	Elasmosaurus - 10 HD (Huge Str 26 Dex 15)	Pegasus - 4 HD (Lg. Str 18 Dex 15)
Anc. Bronze Dragon - 24 HD (Garg. Str 35 Dex 8)	Elephant - 11 HD (Huge Str 30 Dex 10)	Pit Fiend - 20 HD (Lg. Str 37 Dex 29)
Anc. Copper Dragon - 23 HD (Huge Str 33 Dex 10)	Erinyes Devil - 9 HD (Med. Str 20 Dex 23)	Planetary - 17 HD (Lg. Str 27 Dex 19)
Anc. Green Dragon - 23 HD (Garg. Str 35 Dex 8)	Etin - 10 HD (Lg. Str 23 Dex 8)	Pteranodon - 5 HD (Lg. Str 16 Dex 19)
Anc. Red Dragon - 25 HD (Garg. Str 39 Dex 8)	Fire Giant - 15 HD (Lg. Str 31 Dex 9)	Purple Worm - 16 HD (Garg. Str 35 Dex 6)
Anc. Silver Dragon - 25 HD (Garg. Str 35 Dex 8)	Froghemoth - 16 HD (Huge Str 30 Dex 13)	Rakshasa - 10 HD (Med. Str 16 Dex 20)
Anc. White Dragon - 21 HD (Huge Str 33 Dex 10)	Frost Giant - 14 HD (Lg. Str 29 Dex 9)	Rhinoceros - 5 HD (Lg. Str 22 Dex 10)
Ankylosaurus - 10 HD (Huge Str 27 Dex 10)	Ghaele Azata - 13 HD (Med. Str 25 Dex 12)	Roc - 16 HD (Garg. Str 28 Dex 15)
Astral Deva - 15 HD (Med. Str 26 Dex 19)	Giant Eagle* - 4 HD (Lg. Str 18 Dex 17)	Salamander - 8 HD (Med. Str 16 Dex 13)
Aurochs - 3 HD (Lg. Str 23 Dex 10)	Giant Frilled Lizard - 7 HD (Lg. Str 21 Dex 13)	Satyr - 8 HD (Med. Str 14 Dex 15)
Babau Demon - 7 HD (Med. Str 21 Dex 13)	Girallon - 7 HD (Lg. Str 19 Dex 17)	Sea Hag - 4 HD (Med. Str 19 Dex 16)
Barbed Devil - 12 HD (Med. Str 23 Dex 23)	Glabrezu - 12 HD (Huge Str 31 Dex 11)	Sea Serpent - 15 HD (Garg. Str 34 Dex 14)
Barghest - 6 HD (Med. Str 19 Dex 15)	Gorgon - 8 HD (Lg. Str 24 Dex 10)	Shaitan - 9 HD (Lg. Str 20 Dex 13)
Basilisk - 7 HD (Med. Str 16 Dex 8)	Gorilla - 3 HD (Lg. Str 15 Dex 15)	Shocker Lizard - 3 HD (Small Str 10 Dex 15)
Bearded Devil - 6 HD (Med. Str 19 Dex 15)	Green Hag - 9 HD (Med. Str 19 Dex 12)	Sphinx - 12 HD (Lg. Str 22 Dex 13)
Behir - 10 HD (Huge Str 23 Dex 12)	Griffon - 5 HD (Lg. Str 16 Dex 15)	Spirit Naga - 10 HD (Lg. Str 18 Dex 20)
Bison - 5 HD (Lg. Str 27 Dex 10)	Grizzly Bear - 5 HD (Lg. Str 21 Dex 13)	Stegosaurus - 12 HD (Huge Str 27 Dex 14)
Boggard - 3 HD (Med. Str 15 Dex 9)	Guardian Naga - 12 HD (Lg. Str 21 Dex 23)	Storm Giant - 19 HD (Huge Str 39 Dex 14)
Bone Devil - 10 HD (Lg. Str 21 Dex 21)	Half-Celestial - Same HD, +2 or +4 bonus STR, DEX	Succubus - 8 HD (Med. Str 13 Dex 17)
Brachiosaurus - 18 HD (Garg. Str 37 Dex 10)	Half-Dragon - Same HD, +8 STR	Tarn Linnorm - 22 HD (Col. Str 42 Dex 26)
Bralani - 7 HD (Med. Str 20 Dex 18)	Half-Fiend - Same HD, +2 or +4 bonus STR, DEX	Tiger - 6 HD (Lg. Str 23 Dex 15)
Bugbear - 3 HD (Med. Str 16 Dex 13)	Harpy - 7 HD (Med. Str 12 Dex 15)	Triceratops - 14 HD (Huge Str 26 Dex 9)
Bulette - 8 HD (Huge Str 23 Dex 15)	Hell Hound - 4 HD (Med. Str 13 Dex 13)	Troll - 6 HD (Lg. Str 21 Dex 14)
Cauchemar - 14 HD (Huge Str 31 Dex 15)	Hezrou Demon - 10 HD (Lg. Str 27 Dex 11)	Trumpet Archon - 14 HD (Med. Str 20 Dex 17)
Centaur - 4 HD (Lg. Str 15 Dex 14)	Hill Giant - 10 HD (Lg. Str 25 Dex 8)	Tyrannosaurus - 18 HD (Garg. Str 32 Dex 13)
Cheetah - 3 HD (Med. Str 17 Dex 19)	Horned Devil - 15 HD (Lg. Str 31 Dex 27)	Unicorn - 4 HD (Lg. Str 18 Dex 17)
Chimera - 9 HD (Lg. Str 19 Dex 12)	Hound Archon - 6 HD (Med. Str 15 Dex 10)	Vrock - 9 HD (Lg. Str 21 Dex 15)
Choker - 3 HD (Small Str 16 Dex 14)	Hydra (5 heads) - 5 HD (Huge Str 17 Dex 12)	Winter Wolf Worg - 6 HD (Lg. Str 20 Dex 13)
Chuul - 10 HD (Lg. Str 25 Dex 16)	Hydra (6 heads) - 6 HD (Huge Str 17 Dex 12)	Wolverine - 3 HD (Med. Str 15 Dex 15)
Cloaker* - 6 HD (Lg. Str 21 Dex 16)	Hydra (7 heads) - 7 HD (Huge Str 17 Dex 12)	Woolly Rhinoceros - 8 HD (Lg. Str 28 Dex 10)
Cloud Giant - 16 HD (Huge Str 35 Dex 13)	Hydra (8 heads) - 8 HD (Huge Str 17 Dex 12)	Worg - 4 HD (Med. Str 17 Dex 15)
Cockatrice* - 5 HD (Small Str 6 Dex 17)	Ice Linnorm - 18 HD (Col. Str 38 Dex 22)	Wyvern - 7 HD (Lg. Str 19 Dex 12)
Constrictor Snake - 3 HD (Med. Str 17 Dex 17)	Janni - 6 HD (Med. Str 16 Dex 15)	Xill - 9 HD (Med. Str 17 Dex 18)
Couatl - 12 HD (Lg. Str 20 Dex 16)	Kyton - 8 HD (Med. Str 15 Dex 17)	Yeth Hound - 4 HD (Med. Str 17 Dex 15)
Crag Linnorm - 15 HD (Garg. Str 34 Dex 18)	Lamia - 9 HD (Lg. Str 18 Dex 16)	Yeti - 6 HD (Lg. Str 19 Dex 12)
Crocodile - 3 HD (Lg. Str 19 Dex 12)	Leopard - 3 HD (Med. Str 16 Dex 19)	Young Black Dragon - 8 HD (Med. Str 19 Dex 14)
Cyclops - 10 HD (Lg. Str 21 Dex 8)	Lillend Azata - 7 HD (Lg. Str 20 Dex 17)	Young Blue Dragon - 10 HD (Lg. Str 21 Dex 12)
Dark Creeper - 3 HD (Small Str 11 Dex 17)	Lion - 5 HD (Lg. Str 21 Dex 17)	Young Brass Dragon - 8 HD (Med. Str 19 Dex 14)
Dark Naga - 10 HD (Lg. Str 14 Dex 21)	Lycanthrope - Same HD	Young Bronze Dragon - 10 HD (Lg. Str 21 Dex 12)
Dark Stalker - 6 HD (Med. Str 14 Dex 18)	Manticore - 6 HD (Lg. Str 20 Dex 15)	Young Copper Dragon - 9 HD (Med. Str 19 Dex 14)
Deinonychus - 4 HD (Med. Str 15 Dex 15)	Marid - 12 HD (Lg. Str 23 Dex 19)	Young Gold Dragon - 12 HD (Lg. Str 25 Dex 12)
Derro - 3 HD (Small Str 11 Dex 15)	Marilith Demon - 16 HD (Lg. Str 25 Dex 19)	Young Green Dragon - 9 HD (Lg. Str 21 Dex 12)
Devourer - 14 HD (Lg. Str 28 Dex 16)	Mastodon - 14 HD (Huge Str 34 Dex 12)	Young Red Dragon - 11 HD (Lg. Str 25 Dex 12)
Dire Ape - 4 HD (Lg. Str 19 Dex 15)	Medusa - 8 HD (Med. Str 10 Dex 15)	Young Silver Dragon - 11 HD (Lg. Str 21 Dex 12)
Dire Bat* - 4 HD (Lg. Str 17 Dex 15)	Mephit - 3 HD (Small Str 13 Dex 15)	Young White Dragon - 7 HD (Med. Str 19 Dex 14)
Dire Bear - 10 HD (Lg. Str 25 Dex 13)		

Caveat: Take the color rankings with a grain of salt. An Adult Black Dragon is marked as yellow - for a 14 HD creature, it doesn't compare to the strength of the Cauchemar, Nalfeshnee, or Mastodon – but that doesn't mean you should refuse to reanimate one. Also, these are ranked by Hit Dice, not challenge rating. A Green Hag is marked as a yellow – for 9 HD, it's not very good bang for the buck – but it's only a CR=5 encounter; you might be able to reanimate it far earlier than most of the 9 Hit Die animals on the list, so the "yellow" ranking is completely irrelevant.

Undead Roster

UNDEAD: _____

OLD	HD	_____	Str	_____	Dex	_____			
NEW	HD	_____	Str	_____	Dex	_____	Cha	_____	
BAB	_____	HD	CMB	_____	BAB+STR	CMD	_____	10+BAB+STR+DEX	
ATT:	_____				INIT:				_____
HP:	_____	($\frac{\text{HD}}{\text{HD}}$	d8 +	_____)	DEX (+4)		
AC:	_____	(10 +	$\frac{\text{Dex}}{\text{Dex}}$	+ $\frac{\text{Size}}{\text{Size}}$	+ $\frac{\text{Nat}}{\text{Nat}}$	+ $\frac{\text{Other}}{\text{Other}}$		
SAVES	Fort	_____	HD/3	Refl	_____	HD/3+DEX	Will	_____	HD/2+2

UNDEAD: _____			
OLD	HD _____	Str _____	Dex _____
NEW	HD _____	Str _____	Dex _____ Cha _____
BAB	_____	CMB _____	CMD _____
	HD	BAB+STR	10+BAB+STR+DEX
ATT:	_____		INIT: _____ DEX (+4?)
HP:	_____	(_____ HD	d8 + _____)
AC:	_____	(10 + _____ Dex	+ _____ Size + _____ Nat + _____ Other)
SAVES	Fort _____ HD/3	Refl _____ HD/3+DEX	Will _____ HD/2+2

UNDEAD: _____						
OLD	HD	_____	Str	_____		
NEW	HD	_____	Str	_____		
			Dex	_____		
			Dex	_____		
			Cha	_____		
BAB	_____	CMB	_____	CMD	_____	
	HD		BAB+STR		10+BAB+STR+DEX	
ATT:	_____			INIT:	_____	
					DEX (+4)	
HP:	_____	($\frac{\text{HD}}{8}$	d8 + _____)	
AC:	____	(10 + $\frac{\text{Dex}}{8}$	+ $\frac{\text{Size}}{8}$	+ $\frac{\text{Nat}}{8}$	+ $\frac{\text{Other}}{8}$
SAVES	Fort	_____	Reflex	_____	Will	_____
		HD/3		HD/3+DEX		HD/2+2

UNDEAD: _____			
OLD	HD _____	Str _____	Dex _____
NEW	HD _____	Str _____	Dex _____ Cha _____
BAB	_____	CMB	_____
	HD		BAB+STR
			CMD
			10+BAB+STR+DEX
ATT:	_____		INIT: _____
			DEX (+4)
HP:	_____	(_____ HD	d8 + _____)
AC:	_____	(10 + _____ Dex	+ _____ Size + _____ Nat + _____ Other
SAVES	Fort	_____ HD/3	Reflex _____ HD/3+DEX Will _____ HD/2+2

Conversion Table							
Type	Changes to Base				AC Bonus		Nat Att
	Str	Dex	Cha	HD	Siz	Nat	
Skeleton	+0	+2	10				
Bloody Skeleton	+0	+2	14				
<i>Improved Init. Immune Cold. Bloody Only: Fast Heal ½ HD</i>							
<i>Tiny</i>				-	+2	+0	1d2
<i>Small</i>				-	+1	+1	1d3
<i>Med</i>				-	+0	+2	1d4
<i>Large</i>				-	-1	+2	1d6
<i>Huge</i>				-	-2	+3	1d8
<i>Garg</i>				-	-4	+6	2d6
<i>Colos</i>				-	-8	+10	2d8
Fast Zombies	+2	+2	10				
<i>Toughness. +10 Move Speed. Extra attack on full attack.</i>							
<i>Tiny</i>				-	+2	+0	1d3
<i>Small</i>				+1	+1	+1	1d4
<i>Med</i>				+1	+0	+2	1d6
<i>Large</i>				+2	-1	+2	1d8
<i>Huge</i>				+4	-2	+4	2d6
<i>Garg</i>				+6	-4	+6	2d8
<i>Colos</i>				+10	-8	+10	4d6